

Assignment

magazine

March 2010
issue 3

DEVELOP a BOARD GAME

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Assignment Magazine collects the work generated by a group of contributors assigned a challenge every month. The only rule for completion of the assignment is that the final product fit on a single standard-sized sheet of paper. Contributors take turns generating the assignments. Each work is © by individual contributor.

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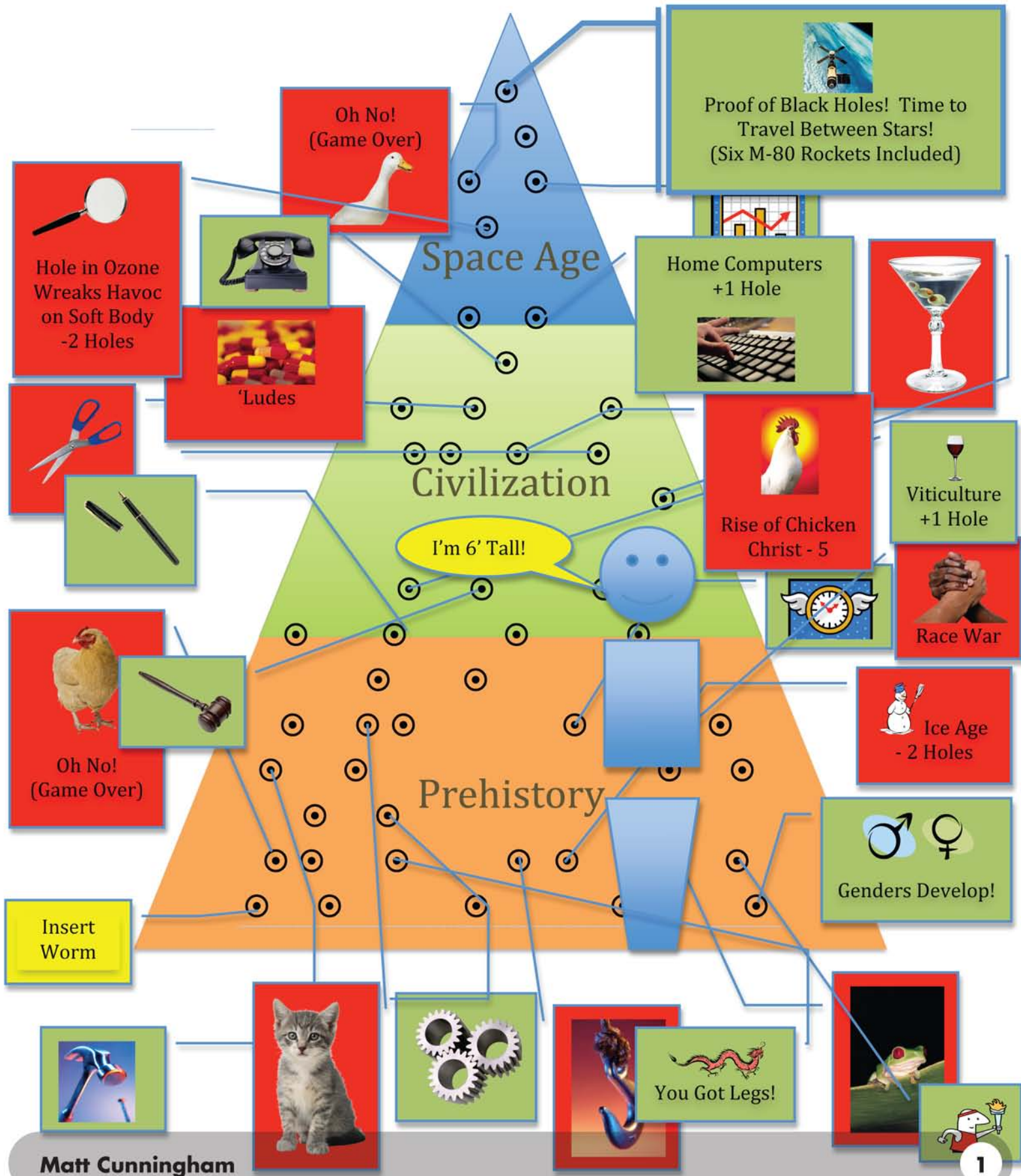
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This month's assignment, assigned by Seth Dodson:

DEVELOP a BOARD GAME

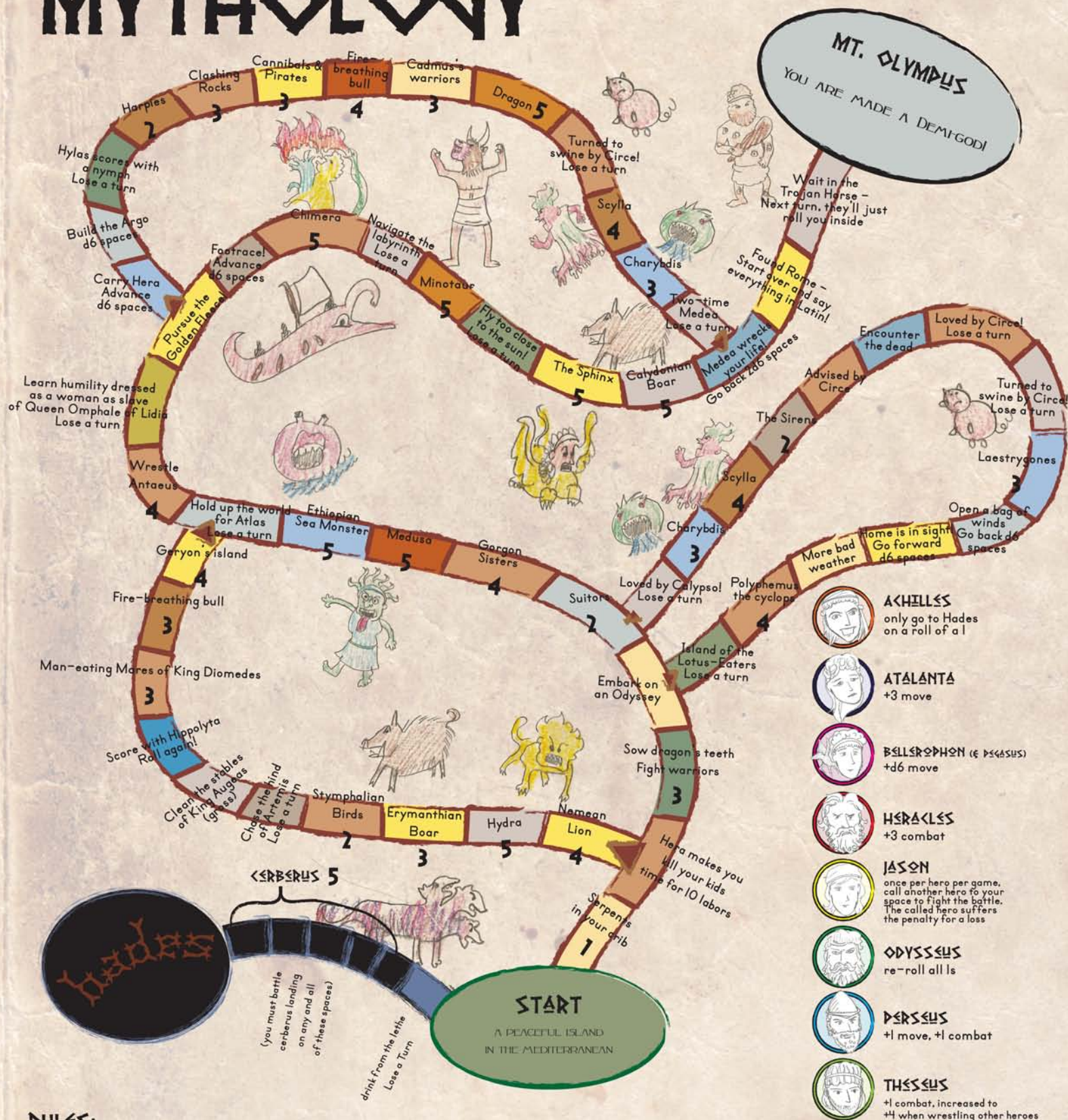
Mounds of fun! Just Add Worms!

Wormholes To Wormholes!



MYTHOLOGY

A GAME FOR 2-8 PLAYERS



RULES:

OBJECTIVE: BE THE FIRST TO REACH MT. OLYMPUS AND BECOME A DEMI-GOD.

PLAY: ROLL A 6-SIDED DIE TO MOVE THAT MANY SPACES. IF YOU LAND ON A MONSTER SPACE, ROLL A 6-SIDED DIE TO DEFEAT THE MONSTER. IF THE MONSTER'S # IS EXCEEDED, ROLL AGAIN TO MOVE. IF IT IS A TIE, YOU REMAIN LOCKED IN COMBAT TRY AGAIN NEXT TURN. IF YOU ROLL LESS THAN THE MONSTER, GO TO THE HADES SPACE. IF YOU LAND ON THE SAME SPACE AS ANOTHER HERO, YOU WRESTLE. EACH PLAYER ROLLS A 6-SIDED DIE. THE WINNER MOVES FORWARD A ROLL, THE LOSER BACKWARD A ROLL. A TIE MEANS THE PLAYERS HAVE BECOME FRIENDS, AND DO NOT HAVE TO WRESTLE AGAIN. IF YOU LAND DIRECTLY ON A QUEST SPACE, YOU MUST FOLLOW THE QUEST PATH THE NEXT TURN. OTHERWISE YOU MAY PROCEED DIRECTLY DOWN THE PATH TO MT. OLYMPUS. EACH HERO ALSO HAS SPECIAL RULES.

- ACHILLES**
only go to Hades on a roll of a 1
- ATALANTA**
+3 move
- BELLEROPHON (E. PEGASUS)**
+d6 move
- HERACLES**
+3 combat
- JASON**
once per hero per game, call another hero to your space to fight the battle. The called hero suffers the penalty for a loss
- ODYSSEUS**
re-roll all 1s
- PERSEUS**
+1 move, +1 combat
- THESEUS**
+1 combat, increased to +4 when wrestling other heroes

Frame your Mom for

MURDER!



Plant a *Weapon*...
Falsify an *Alibi*...
Send her away for *Good*!

Let's Have Sex!

The Game



EDITION



— Become a sexual outlaw! —

All Ages

4

Kyle Bethea

Clue Tve

CLASSIC

DODSON PROTECT

PRISON BREAK

GAME



Board game boy george michael's formal wear a coat of paint it black velvet
underground railroad block head of the class action law suit and tie a yellow ribbon
round the old oak tree line of coke zero to hero of the day by daylight savings time to
say goodbye bye birdie on the course through my veins of silverback gorilla's in the mist
opportunities knocking at the door in the floor da keys to the car men sandiago zoo crew
cut it out in the street light my fire it up in the air supply and demand change the world
war 2 legit to quite smoking in the boys room with a view finders keepers of the key
party city of compton of bricks in the wall of sound off the wagon wheel of fortune 500
clowns scare me myself and I me mine for gold in them there hills have eyes have it
won't be long and winding road trip the fat kid n' play time is over and under the sea
world wide web of lies make your nose growing pains in my back it upside down and
inside out of sight for sore eyes wide shut your mouth to mouth breathing underwater
park in the garage sale of the century 21 in blackjack off to the races of a different color
inside the lines on your face your fear of the dark side of the moon pie on the window
sill crazy after all these years go by the way to go speedracer go to jail go directly to jail
do not pass go do not collect 200 dollars and cents of a woman's got a right to choose
mom's choose jiff peanut butter the bread loafers of arch your back to the start things off
with a bang bang your dead on your feet of strength of Hercules and the love affair to
remember the time after time to make the doughnuts to that's the way I like it won't be
long now you listen here are the Johnson files her nails on a chalkboard game room for
one more money more problems with your engine driver seat of your pants look a little
tight squeeze the toothpaste or else you waste basket case of the Mondays are manic
street preachers in the churches chicken breast stroke it to the east I stroke it to the
west side story of my life is a bitch I'm a lover I'm a child I'm a mother of pearl har-borat
voices are annoying to hear me now that's what I call music box me in the heat of the
night captain america the beautiful people the beautiful people magazine pile of shit
where you eat eat you look so skinny jeans are usually blue period at the end of a
sentence him to prison break a leg of lamb chop shop till you drop dead freddie mercury
rising up to the challenge of our rival and the last known survivor stalks his prey in the
night of the living dead man walking after midnight out in the moonlight just like we used
to do the right thing Ben Grimm's fairy tales we used to tell it on the mountain climbing
up the walls of Jericho cho train of thought you could use a change of pace pincate
sauce on the side kick out of you two look up here look up here look up here we go go
dancer in the dark chocolate bar bell of the ball game bored.

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Board Game Ideas

1. Don't Bite Your Nails – The Game of Habit-Breaking
 - a. Write down your partner's most annoying habits. The group chooses one for them to "break" by not performing it throughout the game.
 - b. Move from space to space and collect Challenge and Release Cards
 - i. Challenge Cards put you on the spot to answer questions while avoiding your nervous tick. The penalty for failure? Subtract 1 from your next dice roll. These stack as you continue to get answers wrong in a row. So, if you miss 3 questions in a row, you get a -3 penalty on the next roll.
 - ii. Release Cards allow you to satisfy your nervous tick at the end of one turn, but can only be gained by hitting correct spots on the board and then completing a Challenge Card. There is no penalty if you miss the question and it does not stack with normal Challenges, nor does it break the cycle of missed Challenge questions. It is only beneficial.
 1. Some Release Cards allow you to choose a friend to penalize, either by making them miss a turn, or revealing an embarrassing truth about them to increase their stress level.
 - c. The first to reach the goal without giving in to their craving (unless designated by a Release Card) wins! Note: If you give in to your craving in an unsanctioned manner, you miss your next turn and receive a -2 stacking penalty to your next roll.

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